

GRAVITY FALLS

Genre: Comedy/Mystery

Logline:

Two twins get a summer job working for their uncle in the strangest town in the world.

Synopsis:

Two 12-year-old twins, Dipper, a conspiracy theorist, and his sister Mabel, an cheerful romantic, have to spend their summer living with their Great Uncle Stan, a money-grubbing conman running a tourist trap in the sleepy town of Gravity Falls. What starts as a family sitcom (pampered city kids living in the country, trying to survive the summer doing manual labor for their uncle) turns into a mystery/adventure when the kids discover that every weird creature and phenomenon imaginable (from gnomes to time portals to quantum waffles) exists right outside their door.

BIBLE

IN A NUTSHELL

12 year old **Dipper Pines** had planned the perfect summer- 3 months of video game playing, popsicle eating, and YouTube surfing, stationed on the couch with an arsenal of NERF weaponry to keep his twin sister Mabel away. **Mabel's** summer was going to be equally awesome- a non-stop musical montage of cat-sitting, romance-novel reading, and counting the days between attending concerts for her favorite 5 boy bands. But then disaster struck. Dipper & Mabel's parents won tickets to a summer-long luxury cruise, and decided to ship the kids off to spend the summer with the only available relative- their **Great Uncle Stan** up in **Gravity Falls, Oregon**. "It'll be nice to get away from it all," reasoned Dipper & Mabel's parents. "Hopefully Uncle Stan isn't under house arrest any more"

As it turns out, their **Great Uncle Stan** is the black sheep of the family for a reason. An 80-something year old huckster, Stan runs and lives in "**The Mystery Shack**," a cheesy tourist trap which overcharges unlucky tourists for a glimpse at the world's crappiest 'museum of the unusual.' Suddenly, the kids are forced to share a room in the attic and spend all summer doing chores for their crazy uncle in a town with no Internet connection or cell phone reception. The twins decide that the only way to survive the summer is to form a truce and vow to find fun, no matter what. Little do they know that although the shack itself is a tacky hoax, there is *indeed is something very strange and supernatural about their new town.*



DIPPER

A Big Thinker Trapped In A Small Body



A **clever** and **relentlessly inventive** kid, Dipper has **curiosity** and intelligence beyond his years. He tends to notice details others don't and has an insatiable urge to solve mysteries, riddles, and puzzles of all kinds. He absolutely refuses to sit still when there's a weird, crazy universe out there waiting to be explored. Dipper is happiest when he's got a map in one hand, a flashlight in the other, and a few "No Trespassing" signs up ahead.

Unfortunately, he's 12, and his **"awkward years"** seem intent on sabotaging any chance he has of being taken seriously by anyone. He's anxious around girls (especially Wendy who works at the Mystery Shack concession stand) and has a few nervous tics, including pacing while thinking (he's always thinking) and constantly chewing on whatever's closest to his mouth.

That being said, if zombies ever attack your town, **Dipper is the first kid you want on your team.** He's **independent, determined, and resourceful**- he'll radio the hospital for first aid, make zombie-proof armor out of duct-tape, and lure the monsters out of town with a giant papier-mâché

brain. Unfortunately, if zombies **AREN'T** attacking the town, Dipper's enthusiastic desire to vanquish evil tends to make him look a little nuts. It's not that he's crazy- on the contrary; he's easily **the most rational and sane character** in the show- but his highly advanced creativity and love of adventure tends to leave him **restless in everyday situations.** Although he



considers having to spend the summer with his uncle as an epic tragedy, he's determined to make the best of a bland situation by investigating the town and learning its secrets along with his sister. Little does he know that out of all the towns he could have wound up in, Gravity Falls has more secrets per square foot than any other in the world.

Philosophy: "When life gives you lemons, extract the juice and use it to draw a treasure map in invisible ink. That really works! Seriously!"

Special Talent: Anagram master, rubick's cube aficionado, can drink black coffee without wincing

Secret Shame: Has a birthmark that looks like the Big Dipper constellation on his forehead, which he hides with a hat. (Hence the nickname)

Oft heard saying: "If it's that complicated, it HAS to be true!"



MABEL

A cheerfully spaced-out romantic



The female half of the Pines twins, Mabel is an **energetic optimist** who **skips through life with an assortment of the world's ugliest sweaters and a flimsy grasp on reality**. Although she wasn't immediately thrilled about the prospect of spending all summer working for her uncle, she sees the summer as a project, like **a scrap-book to be filled**, rather than a jail sentence to be endured. (Which can sometimes be Dipper's perspective) Like her brother, Mabel enjoys mysteries, but less of the "sweeping government conspiracy" kind and more of the "why is my face upside down in a spoon?" kind. She also loves boy bands, anything fuzzy, and **going with the flow**- even if the flow leads off a cliff.

When it comes to boys, Mabel is a pushover. **She's read enough pre-teen romance novels** to know for certain that she is going to fall madly in love with the boy (or werewolf) of her dreams any day now. Nearly every day she has the crush of a lifetime, and this occasionally lands her in disastrous situations, which require her brother's

help to get out of. She's definitely the **more social** of the two, and can chat as comfortably with a stranger as she can with an inanimate object.



At home, Mabel & Dipper would fight constantly, but trapped in the small, isolated town of Gravity Falls, under the stern eye of their deranged great uncle, **they need each other's company to survive**. Despite all the weirdness that happens in Gravity Falls, Mabel generally tries to make the best out of bad situations, and has a girl-scout like desire to

get to know the townsfolk and aid them in their troubles, even when they ask her repeatedly to leave. (Her concern for the community includes knitting small sweaters for the squirrels of Gravity Falls, which Dipper thinks is unbelievably stupid) Although they're complete opposites in most respects, Mabel & Dipper share a **vivid imagination**, and Mabel's fearless curiosity and **determined outgoingness** is sometimes exactly what Dipper needs to unravel a mystery. (When she isn't driving him crazy) Although they're twins, she was technically born first (by 3 minutes!) and reminds Dipper of this constantly as proof that she has seniority.



Philosophy: “When life gives you lemons, draw faces on those lemons and wrap them in a blanket. Ta-daaa! Now you have Lemon babies.”

Special Talent: Animal calls, the ability to punch harder than any girl should, and knitting skills that would put a grandma to shame.

Secret Shame: Doesn't shower unless she absolutely has to.

Oft heard saying: “Meow meow meow meow meow” (It's the fastest way to drive Dipper insane)



GRUNKLE STAN

A Greedy Old Bastard

A hunchbacked, 80-year-old P.T. Barnum of questionable sanity, Stan is a **washed up ex-salesman** who finally found a town with more suckers per capita than anywhere in America and set up shop. He insists that the kids call him “Grunkle,” believing that “Great Uncle” takes too long to say, and time is money.

Stan is something of a **split personality**. The public knows him as “**Mr. Mystery**,” an **enchantingly weird ringmaster with a flare for showmanship**. The kids know him as a **lying, lazy, money-obsessed bum who watches daytime TV in his boxers**. Both are true. An avowed bachelor, he’s never been in charge of kids before, and as a **summer caretaker he is disorganized, absent-minded, careless, and unfit to look after a turtle, let alone two twins**. He’s also a bit of a pathological liar, and the twins have a hard time separating Stan’s facts from Stan’s fictions, which is what makes him so good at his job.



Of course, **Stan doesn’t believe in a single thing he sells**. For him, ghosts, goblins, genies are just tools of the trade in scaring people into dropping their wallets. This puts him at **ideological odds** with Dipper- while Dipper is a moral truth-teller with a youthful insistence that anything is possible, Stan believes he’s “seen it all”- and most of it is rotten.

Stan is a **con man** at heart, and he plays up every situation he’s in to his advantage. He constantly plays the “Senile old man” card and gets away with shoplifting, car accidents, spitting on the floor and peeking down ladies blouses. When he’s giving his tours, he pretends to be a lovable old man with a twinkle in his eye and a quarter in his ear. At home, he makes kids do his chores and can be a real bastard if disobeyed. Nonetheless, **somewhere in his dusty old prune of a heart he does love the children**, and would be mortified if anything bad happened to them, although, considering the ridiculous errands he makes them do, he’ll probably be directly responsible for disaster when it strikes. Fortunately, he falls asleep quite easily, giving them many opportunities to sneak out and explore the town.

Philosophy: “When life gives you lemons, call them “Yellow Oranges” and sell them for double the price”

Special Talent: Can play the Wurlitzer organ, but only does it if you beg.

Secret Shame: Has been arrested in 48 states

Oft heard saying: “There’s a thin line between lies and entertainment”



THE "MYSTERY SHACK"

Stan runs & lives in the Gravity Falls Mystery Shack, a hokey tourist trap that claims to be a mind-bending parallel universe which defies the laws of physics. In reality, it's filled with questionable taxidermies, a wax museum that's mostly melted, and bumper stickers that say "I got disoriented at the Gravity Falls Mystery Shack!" Despite the obvious fakiness of his run-down museum of oddities, it's one of the most famous establishments in the sleepy town Gravity Falls, and tourists come from all over to see what the hubbub is about. (And, inevitably, be deeply disappointed)

The kids sleep upstairs in the attic, and their uncle sleeps downstairs by the safe, always guarding his cash. Ironically, Dipper and Mabels' "wacky" new home is actually the least mysterious part of the town, and most of their adventures happen right outside their door.



THE TOWN

A quaint little town dwarfed by a roaring waterfall and impossibly tall redwoods, Gravity Falls seems like a charming if mostly inconsequential dot on the Oregon state map. Their main industries are mining, logging, and mud flap manufacturing, and the town is generally peopled with ornery lumberjacks, six-fingered truckers, and other standard rustic rubes. Beneath this façade of wholesome American charm, however, lies a puzzling dark side- the forest is filled with gnomes, the lake has at least two monsters, there's a cave that seems to lead straight to the underworld and an arcade machine which could best be described as possessed. Most of the townsfolk don't notice such things, and when they do, they just laugh it off with one of the local jokes about the effects of altitude sickness. To anyone daring and clever enough to explore it however, Gravity Falls is a strange and wondrous place, as dark and adventurous as the depths of a 12 year old's imagination. If the town were to be thought of as a character, it would be a trickster- a mischievous spirit who loves to play riddles and games, sometimes with dire stakes.

THE BIG MYSTERY

The menagerie of paranormal and unusual within the town isn't an accident- Gravity Falls does indeed have a mind of its own, a mischievous soul which collects and protects the unique and strange. Gravity Falls is a safe haven for things that have no place in the logical adult world of megamalls and skyscrapers- it's the last corner of America where jackalopes still roam and lake monsters can rest peacefully.

Dipper & Mabel's place within the town isn't an accident either. A place like Gravity Falls has many enemies, from government agents who want to harness its power to Lil Gideon, who wants to bulldoze the whole thing and turn it into a theme park dedicated to himself.

Even though Grunkle Stan seems like a doddering nutjob, he is actually the sworn protector of the town- his Mystery Shack is not just a business but an outpost to guard from threats, as well as a hokey front to make all of the magic of the town seem like a hoax. As it turns out though, Stan is getting up in his years and has brought Dipper & Mabel in as potential replacements to run the shack and protect the town. Of course, he can't just outright tell them this- their little minds would be blown, and they're not mature enough to handle it. He knows the only way to understand the importance of the town is to experience it for yourself. He plays the sarcastic old fool around them, secretly hoping that they rise to the occasion and are ready when the time comes to reveal everything. (Which, if it ever happens, would either be in the last episode, or the movie)

CO-WORKERS



Wendy

The unusually tall High School girl who works the Gravity Falls concession stand as a part time job, Wendy is clever, friendly, and eccentric. The twins think she's impossibly cool, although neither are brave enough to drink the weird vegan juice products she sells out of the back of her van. Dipper harbors an innocent crush on Wendy, and would do anything for her at the drop of a hat. (Except, incidentally, dropping his hat, which would reveal his embarrassing birthmark) The cost of hanging out with Wendy is that sometimes her jerky hipster boyfriend Robbie shows up and spoils their fun. Dipper can't imagine why in the world she would go out with a low-life poser like him, although he thinks it probably has something to do with the fact that he's in a band, which is enough to make Dipper consider taking guitar

lessons. Either way, Dipper has secretly sworn that he will prove to Wendy what a jerk Robbie really is one day.

Jesús

The portly, lovable man-child who works the gift-shop cash register and lives with his grandma, Jesús is a gossip-obsessed blabbermouth with a weak moustache and love of Spanish soap operas, which he tends to watch at work when Stan isn't looking. Jesús loves his job- it puts him right in the center of the activity, where he can chat up guests and tell them tall tales about the town. He likes the twins- and they like him back, although they find it a little weird that someone would still be working the same dead-end summer job and long into his mid-twenties. Although his clumsiness and total inability to keep a secret can be something of a liability, Jesús is a hard worker and



completely loyal to Stan, who doesn't have the heart to fire him. He often plays right-hand-man to Stan's money-making schemes, since he likes being "where the action is." He's also an excellent resource for the kids, since he is technically an adult, and thus can drive them around in his pick-up-truck. Aside from the kids, he's the only other one who tends to see the paranormal weirdness of the town, which makes no difference, since no one believes anything he says anyway. (Except for Mabel, who thinks of him as a genius)

ANTAGONISTS:

"Robbie V:"

Wendy's self-centered, juvenile boyfriend, Robbie tends to bust into the Mystery Shack with a cocky swagger whenever Dipper manages to score some alone time with Wendy. A self-styled 'graffiti artist,' Robbie tags the surrounding stores with his trademark image of a rebellious mushroom cloud, which most in the area think is a muffin. He's also the lead singer of, "Robbie V & The Tombstones" a band in which he emotionally whines lyrics about Facebook and loneliness over generic overdriven guitar riffs. As the son of a cemetery director, Robbie likes to pretend that he's deep and tortured, although in reality his home life is embarrassingly pampered. Despite the cool-guy image he tries to project, he's very insecure and sees Dipper, with his big city smarts, skeptical eye, and over-familiarity with Wendy as a threat to his relationship. For this reason he harasses Dipper endlessly. Dipper is immensely skeptical of Robbie, suspecting him to either be a Satanist, vampire, missing link, or just a garden variety jerk-wad, and is always drawing hideous caricatures of Robbie in his journal, which even Grunkle Stan admits are pretty good. If there's anything good about Robbie's irritating angst, it's that he is an equal opportunity heckler, and occasionally his rage can be funneled against Dipper's number one arch enemy, 'Lil Gideon Garrymore.



'Lil Gideon:



The pudgy, guitar-strumming child psychic whose visions have put him on public television & radio, 'Lil Gideon Garrymore is hands down the most famous & respected member of the Gravity Falls community. At his tent of telepathy, he claims to be able to read minds, predict the future, and talk to the dead. In reality, his only "powers" are charisma and a lethal amount of hair gel. A brilliant businessman, Gideon's #1 goal is to destroy the Mystery Shack (his tourism competition) and turn the whole town into Garrymore-Land.

Despite these lofty plans, Gideon fights dirty- he can often be found putting sugar in Stan's gas tank,

painting over his road signs, and generally petitioning town hall to have the Mystery Shack bulldozed, pretending that his psychic powers have alerted him to its "sinister effects on the town." No stranger to revenge, Dipper is constantly fighting back by debunking and disproving Gideon's demonstrations of power, and there is a constant one-ups-manship to the two. Whether fishing, bowling, or just getting a slice of pie at the diner, 'Lil Gideon is always around, just a hair away from getting into another petty scrap with the Pines family.



"MANLY DAN" Corduroy

An emotionally unstable lumberjack, Manly Dan doesn't cut down trees because it's his job, he cuts down trees because HE HATES TREES. He assumes his daughter Wendy will join the family lumberjacking business once she grows out of her rebellious phase- he'd go nuts if he ever found out the truth- that she's a TREE HUGGER.

Sherrif Blumps & Deputy Durland

The lazy and sarcastic local law enforcement who deem every case “unsolvable” so they can go to lunch early. Whenever a mystery arises, they’re around to mock Dipper for his insistence that he can figure it out. “Ooh!! City boy! Gonna solve the case with your fancy-pants iPod? Hooo-wee!”



SAMPLE EPISODES

1) The President's Cabinet

While mowing the lawn, Dipper & Mable find a buried chest from 1841 which contains the secret history of Quentin Trembley, a man who was apparently the 8 & ½ president of the United States of America, but somehow never made it into history books. It is an astonishing find, but when Dipper tries to get his find published in the local newspaper, he finds himself in a world of trouble-with the U.S. government. With Mable's help and Jesús's driver's permit, it's up to Dipper to solve this National-Treasure-esque puzzle and expose the truth about America's worst president.

2) **Secret Dungeon**

Dipper becomes fixated when he finds “Secret Dungeon,” a dusty arcade game from the 80s that was released for a month and then recalled for unknown reasons, but is still somehow running at the local Ice Cream Shoppe. When Dipper’s curiosity turns to obsession, Mabel tries to track down the game’s highest scorer “JEB,” the only one she thinks can help save her brother.

3) **Thupid Thursday**

Dipper is frustrated with his sister- they can never communicate! His frustration gets even worse with the arrival of the Peaks Twins, two pale, children-of-the-corn like super-twins who finish each other’s sentences and laugh in unison. When Dipper asks the twins what their secret is, they explain that all twins have psychic powers, and they vow to teach Dipper & Mabel to harness their twinly skills. But when Dipper & Mabel do finally learn how to read each other’s minds, they realize that getting inside the mind of your sibling can be a nightmare!

4) **Periodic Mabel**

When Mabel tries to help her brother prepare for a science fair, she accidentally creates a new chemical element, “Mabellium,” and soon Mabel is up for a Nobel Prize. Can Dipper handle being overshadowed by his goofy sister? And what exactly is “Mabellium?”

5) **Only The Clonely**

When Mabel goes backstage at a ReelBoyyz concert, she discovers what Dipper always suspected was the truth- that all her favorite boybands are LITERALLY clones of each other! It’s up to Mabel to rescue the clones, but it’s not easy hiding them all in her room. Meanwhile, Dipper tries to prove to Wendy once and for all that Robbie is up to no good by playing one of his albums backwards to scour for hidden messages. What Dipper discovers is even more terrible than he could have imagined...

6) Big Dipper

Dipper is sick of being a kid- Wendy won't take him seriously, he can never see over people's heads at the movie theater, and his uncle is always saying "I'll tell you when you're older." But when a crazy gypsy woman with a magical puberty wand causes him to turn 22 overnight, he finds that being an adult is a serious growing-pain in the neck. Dipper needs Mabel's help has to track down and defeat the gypsy, and get his childhood back.

7) Sweater Off Dead:

When Mabel buys an old sweater from the local flea-market, she becomes possessed by the spirit of the 80-year-old woman who died wearing it! The newly possessed Mabel starts taking over the household- crawling on the ceiling, covering the furniture in plastic, playing bingo and generally causing mayhem. Unfortunately, Grunkle Stan is powerless to stop her because her newly possessed voice reminds him of his ex-wife Marilyn, who he never had the guts to talk back to. It's up to Dipper to hire a Swexorcist (an exorcist specializing in demonic sweaters) to free his sister and return things to normal.

8) Teed Off

When 'Lil Gideon uses his psychic powers to declare himself the winner in a miniature golf competition before it even begins, Dipper decides to challenge him to prove once and for all what a phony he is. However, when a time portal at the center of the 13th hole windmill causes Gideon and Dipper to get caught in a time loop, they realize that they'll have to work together escape the black-hole-in-one they've gotten stuck in.



